**­Level 4/5 Group 14 – week 12 –**

**Date and time of meeting/ duration**

* 11/04/2018 – 11.30– 12.00

**Who attended?**

* Ethan Ward
* Petrut Vasile
* Toby White

**Topic**

* Talked about the feedback we got from Dave
* Assigned tasks for the next week

**Notes/Ideas from this meeting**

Today we had a meeting with Dave and Eddie

Dave talked to us about visual hierarchy, as the player characters didn’t stand out from the background.

And Meaningful choice e.g. why the player would click on one of the buttons

Talked to Eddie about the presentation and how to add video to the PowerPoint to better convey your game.

**Meetings before / on Wednesday?**

Monday 16th at 12 to go over the tasks and the presentation

Wednesday 18th Presentation with Dave and Chris

|  |  |  |
| --- | --- | --- |
| Name | Tasks | Allocated time |
| Ethan | * As a programmer I need to implement the player 1 attack animation * As a programmer I need to implement the player 1 dodge animation * As a programmer I need to implement the player 1 heal animation * As a programmer I need to implement the player 1 increase speed animation * As a programmer I need to implement the player 2 attack animation * As a programmer I need to implement the player 2 dodge animation * As a programmer I need to implement the player 2 heal animation * As a programmer I need to implement the player 2 increase speed animation * As a programmer I need to make the application show which turn it is * As a Programmer I need to show the player if they have succeeded or failed on the pendulum |  |
| Petrut | * As a programmer I need to make the pendulums individual for each action * As a programmer I need to hook the heal function up to the buttons * As a programmer I need to hook the speedup function up to the buttons * Meet up on Monday to work on the presentation |  |
| Toby | * As a designer I need to work on the visual hierarchy in the main level * As a designer I need to reevaluate the mechanics based around meaningful thought * Meet up on Monday to work on the presentation |  |